



XBOX™



ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms — children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by:

- sitting farther from the television screen,
- using a smaller television screen,
- playing in a well-lit room, and
- not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set.

If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

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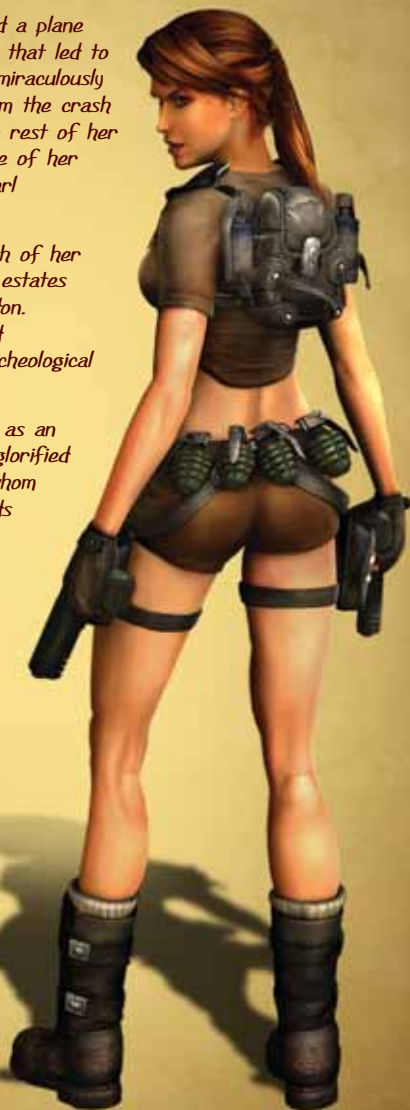
LARA

At the age of nine, Lara survived a plane crash in the Himalayan mountains that led to the death of her mother. After miraculously surviving a ten-day solo trek from the crash site to Kathmandu, she spent the rest of her childhood under the close tutelage of her archeologist father – the late Earl of Abbingdon, Richard Croft.

At the age of 18, after the death of her father, Lara inherited the Croft estates and became Countess of Abbingdon. Since then she has been credited with the discovery of some 16 archeological sites of international significance.

Lara Croft has been hailed both as an Archeological Wunderkind and a glorified Treasure Hunter, depending on whom you listen to. There are thousands of rumors surrounding Lara's exploits, invariably involving the unexplained or outright unbelievable. Lady Croft herself is rarely available for comment, which further adds to the fog of mystery that surrounds her life and work.

Consequently, Lara Croft continues to be the focus of wild speculation and intense debate. Idealized and vilified in equal measure, she is perhaps one of the most fascinating and enigmatic figures of our times.



MENU CONTROLS

Use the following controls to select and adjust options from the Main Menu and from the in-game Pause menu (press **PAUSE** during play to pause).

- Use **LB** or **RB** to view and cycle through the game options.
- Press **A** to select an option, change a current option, confirm any changes made or progress to the next screen.
- Press **B** in a submenu to return to the previous screen.

NOTE: See pages 6-10 for a diagram of the Xbox Controller and full lists of game controls.

MAIN MENU

START GAME

Start a new game. If saved data is present on your Xbox Hard Disk, this option changes to RESUME GAME and resumes play from the last save.

LOAD/SAVE









- **START NEW GAME** Start a new game.
- **LOAD PREVIOUSLY SAVED GAME** Displays a list of saved games. Select a save and press **A** to load it.
- **REPLAY LEVEL** Displays a list of completed levels (present in the loaded save). Replay these levels to collect rewards, play in different difficulty modes, or attempt a Time Trial.
- **SAVE CURRENT GAME** Save your game progress to the Xbox Hard Disk.

CROFT MANOR

You can visit Lara's expansive manor via the Main Menu throughout the game. However, to gain full access you must have a saved game containing at least one completed mission. Only then will all the Manor's secrets become approachable for you to discover.

MAIN MENU continued

OPTIONS

Move  or  / to select an option, and / to change the setting. Press  to confirm your Options changes, or press  to return to the Main Menu without change.

- SOUND Adjust the volume for MUSIC, SFX and VOICE VOLUME.
- DISPLAY Set SUBTITLES ON/OFF or to your preferred language.
- CAMERA Set the following camera options to YES or NO:

INVERT X-AXIS

INVERT Y-AXIS

AIM & BINOCs INVERT X-AXIS

AIM & BINOCs INVERT Y-AXIS

- CONTROL Set the following control option:

CONTROLLER CONFIGURATION Select DEFAULT, ALTERNATIVE 1, ALTERNATIVE 2 or ALTERNATIVE 3.

Then choose from the following (for any control option):

COMBAT MODE Select STANDARD, ADVANCED HOLD or ADVANCED TOGGLE.

VIBRATION Select ON or OFF.

- PICTURE Move  or  / to adjust the screen BRIGHTNESS and CONTRAST.

EXTRAS


Access information and bonus content within TOMB RAIDER: LEGEND™. By completing levels and collecting rewards along the way, you will unlock items that you can then select and view here.

DIFFICULTY LEVELS/SCREEN MODES


When you start a new game, you'll be prompted to select a difficulty level:

- DIFFICULTY Choose EXPLORER (easy), ADVENTURER (medium) or TOMB RAIDER (hard).

SAVING AND LOADING THE GAME

Press  during play to display the Pause Menu; from here you can save your progress and rewards, and load a saved game.

SAVING YOUR PROGRESS

Every game level has several checkpoints to pass. The word CHECKPOINT will appear in the bottom right of the screen to inform you when Lara has passed a checkpoint. This is a good place to save your progress. Press  to access the Pause Menu and select SAVE. From here you can choose to create a new save game or overwrite an existing save.


You can also save between checkpoints, but Lara will always appear at the most recently saved checkpoint when a save is loaded again.

NOTE: The game's Autosave feature always saves the last checkpoint of your current game. Starting a new game or loading a previously saved game automatically overwrites your Autosave.

SAVING REWARDS

When you replay a previously completed level, you will have the option to select SAVE REWARDS to save any collected rewards to your current game.

LOADING A SAVED GAME

You can load any saved game on the Xbox Hard Disk from the Main Menu or from the in-game Pause Menu. Select LOAD, then choose a save. If data is present, details of the save will be shown. Press  to load and resume that game.

CONTROLLING LARA

The controls shown in this section are default. You can view all the CONTROLLER CONFIGURATION settings (page 4) in the Options Menu.



MOVEMENT CONTROLS

- | | |
|---|---|
| L | Movement: Sneak, Walk and Run. |
| B | Crouch/Roll. |
| Y | Interact/Action: while standing next to objects or vehicles.
Pick up new weapon: when standing over weapon.
Safety Grab: prevent Lara from falling from ledges. |
| A | Jump. Hold button to jump farther. |
| R | Rotate camera. |
| O | Reset camera angle and view HUD (page 11). |



SWIMMING CONTROLS



- | | |
|---|--|
| L | Swim left, right, forward. |
| B | Dive. Hold button to dive deeper. |
| Y | Interact/Action/Pick up rewards.
Fast Stroke. |
| A | Swim toward the surface/Surface. |
| R | Rotate camera. |

NOTE: When Lara is swimming underwater, her air meter slowly drains. If it runs out, Lara will start to take damage to her standard health bar (page 11). If Lara does not surface for air in time, she will drown.



COMBAT AND ITEM CONTROLS



L	Combat Mode lock-on.
R	Fire.
○	Throw grenade/flare.
Click ○	Accurate Aim Mode: toggle.
X	Throw grapple.
Y	Pull grapple/Interact with environmental targets (explosive barrels, etc.).
⬆	Use health pack.
⬇	Switch weapons.
⬅	Personal Light Source (PLS) on/off.
➡	Binoculars. Activate the RAD (page 14) by pressing Y in Binocular view.
○	Realign camera behind Lara.

DRIVING CONTROLS



L	Steer.
A	Accelerate.
X	Brake/Reverse.
R	Fire weapon.
L	Select target.
Y	Shoot Hazard target.
⬆	Use health pack.
⬅	Rotate camera.

COMBAT

COMBAT STRATEGIES

In combat, always remember these two key elements:

■ KEEP MOVING

Keeping Lara moving is the most important factor in combat; her continually changing position slows the enemy's advance. A moving target is much harder to hit than a static one.

■ MANIPULATE THE ENVIRONMENT

Constantly check for objects in the environment that Lara can manipulate to her advantage. For example, she can thwart enemies by blocking paths, collapsing structures, detonating nearby explosives and releasing obstacles.

AIMING AND FIRING CONTROLS

L	Lock-on target. Hold to remain locked-on.
R	Fire weapon.
○	Change target: flick ⬆ / ⬇ / ⬅ / ➡ during lock-on.
Pull and hold L + ○	Throw grenade at target.
○	Grenade free throw: hold button for distance.

MELEE ATTACKS

- SLIDE ATTACK Target enemies while running toward them, then press **B** to slide. Lara slides into enemies, knocking them off balance and setting them up for her guns.
- AERIAL ATTACK Press **A** twice when close to the enemy. With the first press, Lara jumps at an enemy. As she lands on the enemy, press **A** again to activate slow time, then immediately pull **R** to fire, shooting the target.
- POWER KICK Pull and hold **L** and press **Y** to kick the target enemy away with Lara's boot.
- GRAPPLE Pull and hold **L** and press **X** to use Lara's grapple to pull enemies toward her and inflict some damage.

NOTE: Melee attacks are ineffective against animal enemies.

DEFENSIVE COMBAT CONTROLS

While Lara is locked-on to a target, she can perform various maneuvers to avoid enemy attacks.

- ROLL Pull and hold **L**, press **L** in any direction and press **B**.
- FLIP Pull and hold **L**, press **L** in any direction and press **A**.

TARGETING

The targeting reticle will appear when a target is within sight. The color of the reticle changes to indicate the target status:

- GRAY RETICLE Target is out of range.
- RED RETICLE Target is within range at the current distance.
- BLUE RETICLE Target can be grappled.

TIP: If the target is within distance but off-screen, an arrow appears showing the direction of the target's location.




HUD (Head's-Up Display)



WEAPONS, ITEMS AND HEALTH

- HEALTH BAR The health bar gauge displays Lara's current health level. When Lara's health gets dangerously low, you need to replenish it using a health pack (page 13) if available.
- USE ITEMS (PLS, Health Pack, Binoculars) To use an item or gadget from Lara's inventory, press the corresponding direction on the directional pad:
 - ⬆ Health pack (use)
 - ⬇ Switch weapons (toggle)
 - ⬅ PLS (on/off)
 - ➡ Binoculars (on/off)

PDA

The PDA is Lara's automatic data capture and wireless communication device. It holds all of her mission data and real time objective and equipment information. Press  to access Lara's PDA, which displays the following data:

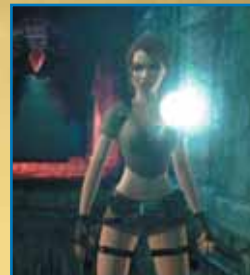
- OBJECTIVES Provides Lara with information on her current objectives and overall mission objectives.
- DATA Provides information for completed missions, and allows you to keep a tally of rewards collected while playing the missions.
- COMPLETION TIME Records your fastest time for the Mission.
- COMPLETED TIME TRIAL Yes/No.
- GOLD REWARDS Shows number collected and total rewards available (of each type) in the Mission.
- SILVER REWARDS Shows number collected and total rewards available (of each type) in the Mission.
- BRONZE REWARDS Shows number collected and total rewards available (of each type) in the Mission.
- GEAR Provides Lara with information on all her inventory. Here you can view stats and descriptions of each weapon and item Lara has.

EQUIPMENT

HEALTH PACK

A staple of the rough-and-rugged adventurer, health packs allow Lara to treat her injuries in the field.

NOTE: Lara can carry a maximum of three health packs.



PERSONAL LIGHT SOURCE (PLS)

Ultra-bright LED portable light source. Kinetically charged, the PLS shines for a limited time before shutting off to recharge.

MAGNETIC GRAPPLE





Using her grapple, Lara can manipulate objects from a distance, climb or drop to different heights, and swing across large gaps. The grapple consists of a magnetic grapple head that can latch onto discrete, visually distinct surfaces, plus a lengthy wire and an automatic recoiler.

NOTE: The grapple can only be used on specific shiny metallic surfaces.



BINOCULARS/ REMOTE ANALYSIS DEVICE (RAD)

The RAD, a pair of high-tech lenses in Lara's inventory, perform the following functions:

- **BINOCULARS** Magnify the image in the field of view.
- **RAD MODE** Analyze and provide a readout for objects in view that have significant archeological or technological interest. Data collected include:
 -  **CHEMICALLY UNSTABLE** Object explodes given the right impulse.
 -  **TECHNICAL** Object is part of machinery large or small, ancient or modern, electronic or physical.
 -  **MOVABLE** Object can be moved, either with direct Lara interaction or by other means.
 -  **PHYSICALLY UNSTABLE** Object can be made to topple or break.



USING THE BINOCULARS/RAD

- Press **+** **→** to activate the binoculars. (Press again to deactivate.) Pull and hold **R** or **L** to zoom in or out.
- Press **Y** to activate RAD mode. (Press again to deactivate.)

REWARDS

Throughout Lara's archeological adventure, various artifacts and relics become available for discovery and collection. Collecting rewards opens up bonus content and extra features such as outfits (which you can view in Croft Manor), pistol upgrades, concept art and much more. Make sure Lara scours the environment thoroughly.

Each mission has a number of different types of collectables:

- **BRONZE REWARDS** Informational content.
- **SILVER REWARDS** Game content.
- **GOLD REWARDS** Special game rewards.

NOTE: The most valuable unlockables are only obtained by collecting a combination of all three reward types. When each level is complete, you will be notified about which type of reward(s) you have managed to unlock. Select EXTRAS from the Main Menu to view and select your rewards.

TIP: Select REPLAY LEVEL from the Main Menu to replay completed missions and pick up missed rewards.



CREDITS

DEVELOPMENT TEAM

Senior Producer
Matthew Guzenda

Producer
Morgan Gray

Production Staff
Alex Jones, Lulu LaMer, Elio Rutigliano,
Rosaura Sandoval, Nate Schaumberg

Additional Production
David Baker, Juli Logemann

PROGRAMMING STAFF

Technical Director
Jason Bell

Lead Programmer
Rob Pavey

Player Character Lead Programmer
Gary Snethen

Senior Programmers
Scott Krotz, Erin Catto

Programmers
Joshua Criz, Darrell Dennies, Matthew Gaston, Sean Gugler,
Komei Harada, Anne-Lise Hassenklover, Andrew Hynek,
David Modiano, Hong Park, Stephen Perez, Sean Skelton,
Anthony Thibault

Additional Programming
Dan Archard, Stanislav Baranov, Michael Davies,
Nathan Frost, Mike Gonzales, Joel Hunter, Ted Johnson,
Thomas Mayer, Matthew McKinnon, Paul Taylor,
Meilin Wong

Scripting
Tom Fong, Brad Johnson, Josie Nutter, Matt Roberts

ART STAFF

Art Director
Jacob Wendler

Lead Artists
Jason Botta, Drew Medina

Artists
Matthew Abbott, Lucas Aceituno, Scott Anderson,
Matt Bein, Jim Conrad, Chris Gregory, Yaroslav Grabovskyy,
Yu Gu, Jeff Johnsrude, Justin Lamperski, Freddie Lee,
Shao Wei Liu, Dan Neuberger, Ross Patel, Kristen Russell,
Patrick Sirk, Caleb Strauss, Chris Strugill, Andrew Wood

Visual Effects Lead
Gavin Wood

Environment Concept Art
Joel Boucquemont, Bill Stoneham

Lara Design & Creative Consultant
Toby Gard

Lead Character Designer
Kam Yu

Lead Character Artist
Daniel Cabuco

Character Artists
Chris Anderson, David Gustlin

Lead Animators
Brandon Fernández, Jeff Wilcox

Animators
Ryan Goldsberry, Ben Harrison, Barry Nardone,
Michael Smith, Jake Spence

Animation Intern
Shaun Budhrum

DESIGN STAFF

Lead Designer
Riley Cooper

Assistant Lead Designer
Harley Baldwin

Lead Level Designer
Martin Dufour

Designers
Jeremy Bredow, John Dumala, Steve Goodale,
Jesse Johansen, Kyle Mannerberg, Darren McKinsey,
Matt McManus, Stephen McManus, Jon Vosovic,
Jason Weesner, Steve Yoshimura

Story Designer
Eric Lindstrom

Dialogue Writer
Aaron Vanian

AUDIO STAFF

Music Composed by
Troels B. Folmann

Audio Engineer
Karl Gallagher

Sound Designer
Mike Peaslee

Junior Sound Engineer
Gregg Stephens

Creative Services Director
David Goodwine

Title Sequence Created by
Jake Hughes

NIXXES SOFTWARE

Lead Programmer
Jurjen Katsman

Programmers
Alex Bartholomeus, Michiel Kolders, Niels J. de Wit

Additional Programming
Patrick den Bekker, Tim van Klooster, David Hof,
Sjors Jansen, Sylvester Hesp, Jim Offerman

CRYSTAL DYNAMICS

General Manager
Sean Vesce

Director of Production
Graeme Bayless

Director of Design
Noah Hughes

Director of Technology
John Pursey

Director of Art
Darrell Gallagher

Quality Assurance Manager
Chris Bruno

Lead Tester
Benny Ventura

Platform Leads
Bill Gahr, John Hsia, Daniel Kim, Oliver Villa Piega

Testers
David Pogan, John Allen, Flynn O'Hare, Bryan Enriquez

AV Support
Estuardo Sandoval

AV Interns
Rick Gilliland, Jae Shin

Playtest Coordinator
Daniel Atkins

Original Design
Doug Church

Voice Acting
Lara Croft Keeley Hawes
Zip Alex Desert
Alistair Greg Ellis
Winston Alan Shearman
Amanda Kath Soucie
Anaya Melissa Lloyd
Rutland Rino Romano
Nishimura Paul Nakauchi
Takamoto Michael Hagiwara
Narrator Alister Duncan
Archeologist (Kent) Alister Duncan
Lady Croft Eve Karpff
Child Lara Charlotte Sparey

Voice Director (UK)
Jonathan Ashley

Voice Director (US)
Kris Zimmerman

Voice Consultant (UK)
Andy Emery

Voice Consultant
Gordon Hunt

SPECIAL THANKS

Joe Allen, Marianne Arotzarena, Eric Beerbaum, Kim Chew,
Rolf Conlan, Patrick Connor, Rusty Drake, Mike Ellis,
Jennifer Fernández, Rutherford Gong, Austin Grossman,
Jon Guilford, Jim Hedges, David Hong, Noor Khawaja,
Sam Kolb, Richard Lemarchand, Art Matsuura,
Martin McDonald, Billy Mitchell, Robert Quattlebaum,
Calvin Rein, Cory Ringdahl, Andre Rodriguez, Sally Short,
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CREDITS continued

EIDOS UK

CEO
Jane Cavanagh

Commercial Director
Bill Ennis

Financial Director
Rob Murphy

Company Secretary
Anthony Price

Head of European Publishing
Scott Dodkins

Product Acquisition Director
Ian Livingstone

Worldwide CTO
Julien Merceron

Development Manager
Darren Barnett

Senior Producer
Greg Hounsom

Creative Development Director
Patrick O'Lunaigh

Executive Designer
Dax Ginn

Head of Global Brand
Larry Sparks

Senior Brand Manager
Matt Gorman

Brand Manager
Alex Price

Head of Support Services
Flavia Timiani

Senior Localisation Manager
Monica Dalla Valle

Localisation Manager
Guillaume Mahouin

Creative Manager
Quinton Luck

Senior Designer
Jodie Brock

Designer
Philippa Pratley

QA Manager
Marc Titheridge

QA Supervisor
Dave Pettit

QA Lead Technicians
Richard Abbott, Tyrone O'Neill, Andrew Standen,
Anthony Wicker, George Wright

QA Technicians
Dominic Andoh, Sam Beard, Warren Beckett,
Neil Delderfield, Jonathan Fuguet, James Hinchcliffe,
Hugo Hirsh, Alistair Hutchison, David Klein, Daniel Mills,
Mark Parker, Garth Philip, Matthew Poon,
Jonathon Redington, David Sangan, Daniel Webster

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EIDOS US

CEO & President, Eidos North America
Bill Gardner

Executive Vice President of Sales & Marketing
Robert Lindsey

Vice President of Legal & Business Affairs
James O'Riordan

Vice President of Finance
Malcolm Dunne

Vice President of Human Resources
Edie Dykstra

National Sales Manager
Joe Morici

Global Brand Manager
Matt Gorman

Associate Marketing Manager
Mike Schmitt

Director of Public Relations
Michelle Seebach Curran

Public Relations Manager
Tali Fischer

Senior Public Relations Manager
Loretta Stevens

Online Community Specialist
Matt Dalghren

Channel Marketing Manager
Janty Sumimoto

Senior Channel Marketing Specialist
Ilana Budanitsky

Channel Marketing Coordinator
Rafal Dudziec

Director of Marketing Communications
Stephanie Lipetzky

Web Producer
Roderick van Gelder

Web Designer
Boon Kho

Creative Services Project Manager
Eileen Buenviaje

Media Specialist
Micheal Tran

Graphic Designer
James Song

Events Specialist
Annie Meltzer

Music Licensing
Kevin Gill

Publishing Support Coordinator
Clint Waasted

Operations Manager
Gregory Wu

Senior External Producer
Nick Goldsworthy

Associate Manager of Product Operations
Colby McCracken

Quality Assurance/Customer Service Manager
Mark Cartwright

QA Supervisors
Dan Franklin, Aaron Safronoff

Lead QA Technician
Elizabeth Rutlin

Assistant Lead QA Technicians
David Bushee, John Hayes

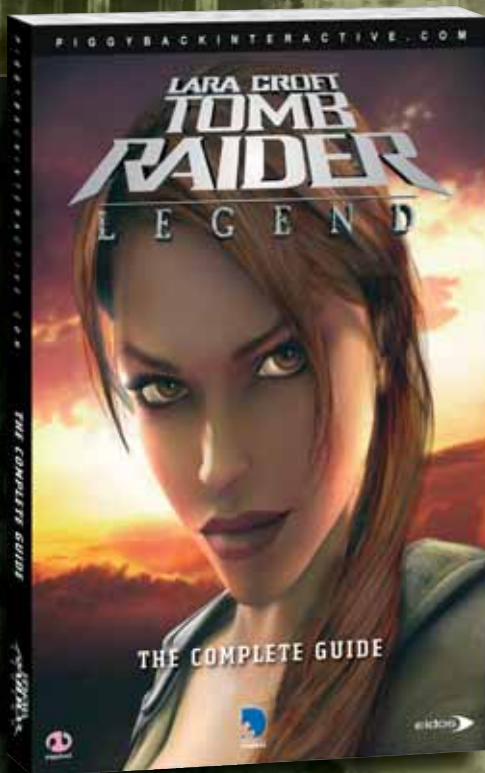
Quality Assurance Technicians
Katie Bieringer, Jonathan Brown, Richard Campbell,
Nicholas Coopridge, Ergin Dervisoglu, Wil Dimas,
Kip Ernst, Joe Greer, Stephanie Greer, Richard Hartzell,
Mackenzie Hume, Nick Jacobson, Jason Johnson,
Aaron Keillor, Erik Kennedy, Chester Lee, Jeff Lowe,
Nicholas Lutz, Peter Panagiotis, Tony Perata,
Joshua Pfeiffer, Brandon Reed, Matthew Trudell,
Clint Waasted

Special Thanks

Kjell Vistad, Ashley Schwartz, Stefania Clapci,
Hanshaw Ink & Image

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BECAUSE X NEVER MARKS THE SPOT



Unearth every last secret, sight and solution with Tomb Raider Legend - The Complete Guide

Six months in the making, and designed with exclusive insight and assistance from the Crystal Dynamics development team, Tomb Raider Legend - The Complete Guide is an essential companion for those who would like to enjoy Lara's latest adventure to its fullest.

Key Features:

Unique two-speed walkthrough enables players to either find hints as required, or follow step-by-step guidance

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